

Mike's Card Casino
112 N. Yosemite Ave
Oakdale, Ca. 95361

Fees per hand

Texas Hold'em \$ 3.00 fee per hand dealt

Omaha Hi-Lo split \$ 4.00 fee per hand dealt

Lo-Ball \$ 4.00 fee per hand dealt

RULES FOR LOWBALL

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LO-BALL POKER

Lo-Ball poker is a Draw Poker game played with the standard 52 card deck and one Joker added, making 53.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that the traditional ranking of Poker hands is reversed, that is, the lowest combination of cards exposed at the showdown between active Players is the winner.

METHOD OF PLAY

- * Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- * Players are each dealt five cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.

- * At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- * Active Players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOWBALL GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys which bring you up to the minimum buy-in will not be considered a short buy.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw—low card receiving the button—among the Players in the new game, after the deck has been shuffled and spread face down on the table by the Dealer. If two or more Players draw the same low card, the deal will be determined by suit rank-clubs, diamonds, hearts and spades.

OMAHA

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha vs. two in Hold'em.
2. Players MUST use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five-carded Poker hand. The traditional rankings of hands apply.

METHOD OF PLAY

- * Blinds are posted as in many other forms of Poker.
- * Players are each dealt four cards, face down, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/"At The River"). These five cards are common to all active Players.
- * A final betting round.
- * All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

OMAHA HI/LO SPLIT (8 QUALIFIER)

OMAHA HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the common five to form a traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt four cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.
- * A final betting round.

HOLD'EM POKER

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt two cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table. These are commonly called the "flop".
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
- * A final betting round
- * All active Players expose their hands. Using the best of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the hand. Otherwise, the High hand wins all. Players must use the combination of cards as explained above.

PINEAPPLE

PINEAPPLE ("THREE CARD HOLD'EM") is played like HOLD'EM except:

1. Players receive three cards each in Pineapple vs. two cards in Hold'em.
2. Players must discard one of the three cards if they decide to continue the game and contend for the pot.

METHOD OF PLAY

Blinds are posted as in many other Poker games.

Each Player is dealt three cards, one at a time, in turn.

A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face up in the middle of the table (Flop)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three. (Fourth Street)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

- * A final betting round.
- * All active Players expose their hands. Using two, one, or none of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot.

CRAZY PINEAPPLE

CRAZY PINEAPPLE IS played exactly like PINEAPPLE with one exception, that is, Players who wish to remain in contention for the pot discard one of their personal three cards AFTER the three communal cards are exposed on the table vs. before in PINEAPPLE.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt three cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

RULES FOR

7-CARD STUD

7-CARD STUD • HI/LO SPLIT

RAZZ

7-CARD STUD uses a standard 52 card deck, generally without the Joker. Traditional rankings of hands apply.

7-CARD STUD - HI/LO SPLIT rules and method of play are identical to 7-CARD STUD, except, at showdown, if there is a "qualifying hand" for "LOW", that hand will split the pot evenly with the winning "HIGH" hand. A qualifying hand for LOW is one that is an "8-or-better", using traditional LOW BALL rankings. Players do not "declare".

RAZZ is simply 7-CARD STUD played for low only. The traditional LOW BALL rankings apply, and there is no "qualifier".

CONTENTS:

DESCRIPTION OF GAMES

- * 7-CARD STUD
- * 7-CARD STUD HI/LO SPLIT (8 TO QUALIFY)
- * RAZZ

METHOD OF PLAY

FIRST THREE CARDS DEALT Rules # 1 to # 5
THIRD STREET TO 6TH STREET Rules # 6 to #11
SEVENTH STREET Rules # 12 & #14
THE SHOWDOWN Rules # 15 to #20

7-CARD STUD

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in turn, in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up (4th).
- * Round of betting.
- * Active Players are dealt one card, face up (5th).
- * Round of betting.
- * Active Players are dealt one card, face up (6th).
- * Round of betting.
- * Active Players are dealt one card, face down (7th).
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best five carded hand, in traditional order, HIGH, LOW, OR SPLIT, wins.

7-STUD HI/LO SPLIT (8 QUALIFIER)

7-CARD STUD HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. This game combines aspects of 7-CARD STUD HI and RAZZ (7-CARD STUD LOW) in that the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the highest exposed High hand.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Active Players now expose their cards. The best HIGH hand and the best LOW hand, providing it is an "8-or Better", split the pot. Otherwise, the HIGH hand wins all.

RAZZ

RAZZ is simply 7-CARD STUD played for Low, that is, the traditional ranking of Poker hands is reversed. The lowest ranked hand is now the best hand. The difference is akin to DRAW POKER played for High, as in JACKS-OR-BETTER, vs. DRAW POKER played for Low, as in LOW-BALL.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best hand, in reverse order, wins.

INITIAL THREE CARDS

1. If a Player's first or second hole card is accidentally turned up by the Dealer, the third card is dealt face down.
2. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be redealt. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
3. Should the Player be responsible for one of his first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the player's three down cards.
4. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
5. If a Player is dealt more than two (2) hole cards and it is discovered before he acts on his hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, he has a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

6. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
7. Check and raise is permitted.
- 8a. If a Player folds his hand after making a forced bet, his seat will continue to receive subsequent card(s) until there is a bet.
- 8b. If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
- 8c. The above mentioned card(s) will be dealt face down.

9. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
10. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.
11. If there is an open pair on "Fourth Street" in any Player's up cards, the Player initiating a bet has the option of betting the lower or upper limit. Should he bet the lower limit, any other active Player may raise in increments of the lower or higher limit. Once the higher limit has been bet or raised, the higher limit will continue to be the bet (or raise) for that round. This rule applies in HIGH only.

SEVENTH STREET ACTION

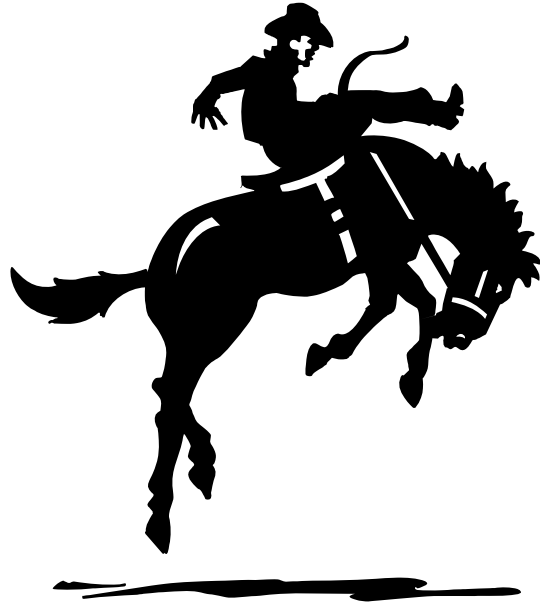
12. If the high (low in RAZZ) hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
13. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be all-in, the betting continues as normal with the Player who was high on the sixth card initiating the action.
- 14a. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, the Dealer shall:
 - * Scramble the stub with the burn cards
 - * Cut the stub
 - * Burn a card
 - * Deal the remaining cards, using the last card if necessary.
- 14b. If there are not enough remaining cards for the above procedure, the Dealer:
 - * Will not deal any cards to the active Players

- * Declare that there are not enough cards for all active players
- * Burn a card
- * Turn a community card up in the center of the table. That card plays in each active Players' hand.

SHOWDOWN RULES

15. At showdown, the Player initiating action (either by checking or betting) must turn his hand over first.
16. When a Player turns any of his up cards face down after a bet has been made, he concedes all rights to the pot.
17. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
18. A Player must have seven cards in order to win at showdown, except as provided in Rule 14b. Any other number of cards constitutes a dead hand.
19. At showdown, using traditional hand rankings, the active Player with the best five carded high hand (low in RAZZ) out of his seven cards is the winner. In HI/LO SPLIT the low hand must qualify to win half the pot. All seven cards must be exposed at showdown.
20. In the case of a split pot:
 - (a). When playing 7-STUD, any odd chip goes to the Player with the highest card according to suit (Spades, Hearts, Diamonds, Clubs);
 - (b). When playing RAZZ the lowest card, suits reversed, gets the odd chip;
 - (c). When playing HI/LO SPLIT the high hand gets the odd chip.

Cowboy Blackjack



OBJECT OF THE GAME

The object of Cowboy Blackjack is for the players and the player/dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 23 by getting a King, Queen, Jack, or Ten Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 23 as possible, without going over.
- Draw additional cards if needed.

Cowboy Blackjack

Value of the Cards

The game uses a standard 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each “king”, “queen”, “Jack” and “ten” card). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

A King, Queen, Jack or Ten “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a cowboy blackjack and pays 6 to 5.

- A “King, Queen, Jack or Ten BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, Jack, or Ten “BONUS” cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 12

Ranking Chart			
	Card	Value	
	(K, Q, J, 10, bonus card)	10, or 12 when dealt with an Ace	
	Ace	1 or 11	
	2—9	hold their face value	

- A King, Queen, Jack, or Ten bonus card is worth 10, except when dealt With an Ace on the first two cards of the initial deal, whereupon it will be worth 12 and the hand is Cowboy Blackjack

Round of Play

1. Cowboy Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player/dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. A standard round of play begins when a player/dealer is designated. The player/dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player/dealer; which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the exception of the player/dealer's second card, which will remain "face down" until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated player/dealer, in a clockwise manner. Each player will be dealt one card face up; with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed Charts 1A and 1B in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player/dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. The ACE is counted as one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. The player/dealer's hand will then be completed according to the rules listed on Chart 1B. Once the player/dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. In the event that the player/dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the cardroom or the player/dealer.
12. The player/dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See Diagram #1
13. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the player/dealer position is rotated in a clockwise fashion around the table.

14. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The house dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) rotate the player/dealer position clockwise to the next position on the table. If there is no person that intervenes on the player/dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

Game Rules

1. A COWBOY BLACKJACK (an Ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player/dealer's hand are both COWBOY BLACKJACK, the hand is a push or tie, and no action is taken on the wager.
2. If the player/dealer does not have a COWBOY BLACKJACK, the players will be given the option to draw to improve their hands, in accordance with Chart IA above. The player/dealer's down-card will be checked by the house dealer, for a COWBOY BLACKJACK when the player/ dealer's first or up card is an Ace or King, Queen, Jack or ten bonus card This will happen prior to any additional cards being given to players. If the player/dealer has COWBOY BLACKJACK, no additional action will take place and all players' hands that do not have a COWBOY BLACKJACK will lose.
3. After all players have been given a chance to act on their hands, the player/dealer's hand will be completed in accordance with Chart IB.
4. If a player's total is less than COWBOY BLACKJACK and the player/dealer's total is more than a COWBOY BLACKJACK, the player wins the hand.
5. If a player's total is more than a COWBOY BLACKJACK and the player/dealer's total is less than a COWBOY BLACKJACK, the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a COWBOY BLACKJACK, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a COWBOY BLACKJACK, the hand closest to a COWBOY BLACKJACK will win.
8. If a player's total and the player/dealer's total are more than a COWBOY BLACKJACK, the player/dealer will win.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the house dealer. Collection fees will be determined by the cardroom and can be up to five (5) separate rates per table limit.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DIAGRAM #1

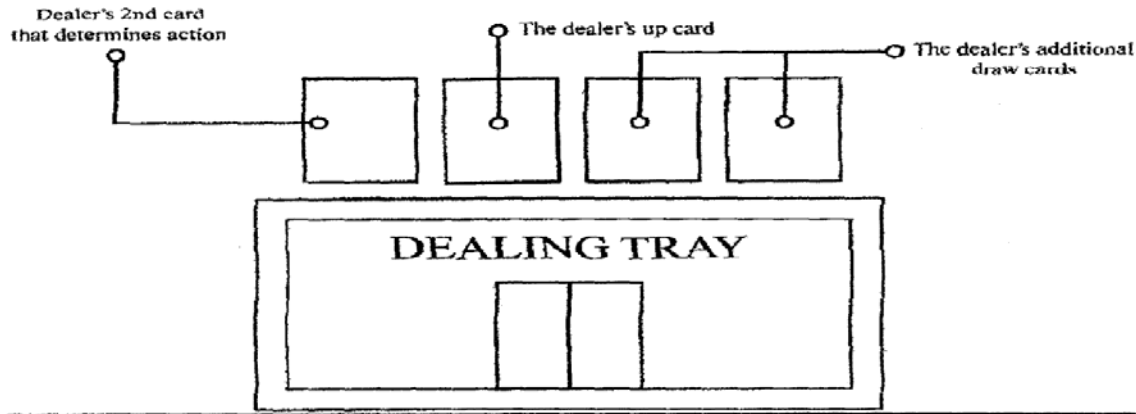


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B

PLAYER/DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

DOUBLE-DOWN, SPLIT AND SURRENDER

1. Players can double-down on the first *two* cards dealt to them. The player must place a second wager which may be equal to or less than the players original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair of two (King, Queen, Jack, or Ten Bonus) cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less. If Aces are split and receive a Bonus card, the payout odds will be one to one (1 to 1).
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player/dealer's down card *is* exposed. Their play for the hand will then cease.
5. The cardroom will lake no extra collection fee on double downs or splits from the player or player/dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

The player/dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an - intervening player/dealer so one person cannot continually occupy the position and the “bank hand within the meaning of OLIVER V COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th 397, 1408-1409. And in addition to the meaning of AB 141 6 (the Wesson Bill) which added section 330.1 Ito the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a player/dealer position.

COLLECTION RATES

Table Limit	Total Table Wagers	Player/Dealer Collection Fee	Player Collection Fee
\$5 - \$30	\$5 - \$25	\$1	N/A
	\$26 - \$50	\$2	
	\$51 - \$75	\$3	
	\$76 - \$100	\$4	
	\$101 or More	\$5	